IN THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the Application.

1 – 64. (Canceled)

65.   (Currently Amended) A method for modifying a specularly reflected light intensity on a surface of a computer generated object to map a texture onto the computer generated object in order to generate a graphical image, comprising:

accessing a specular reflectance coefficient in a specular reflectance coefficient map associated with a texture map of the texture, the specular reflectance coefficient indicative of the specular reflectance of the texture; and

combining the specularly reflected light intensity with the specular reflectance coefficient to modify the specularly reflected light intensity.

66.   (Previously Presented) The method of claim 65, wherein combining the specularly reflected light intensity with the specular reflectance coefficient comprises multiplying the specularly reflected light intensity by the specular reflectance coefficient.

67-71. (Canceled)

72.   (Currently Amended) An electronically-readable medium having embodied thereon storing a program, the program being executable by for permitting a computer to perform a method for modifying a specularly reflected light intensity on a surface of a computer generated object to map a texture onto the computer generated object in order to generate a graphical image, the method comprising:

accessing a specular reflectance coefficient in a specular reflectance coefficient map associated with a texture map of the texture, the specular reflectance coefficient indicative of the specular reflectance of the texture; and

combining the specularly reflected light intensity with the specular reflectance coefficient, to modify the specularly reflected light intensity.

73.   (Currently Amended) An electronically-readable medium having embodied thereon storing a program, the program being executable by for permitting a computer to perform a method of mapping a texture onto a computer generated object comprising a plurality of pixels in order to generate a graphical image, the method comprising:

accessing a texture map comprising a plurality of texels characteristic of the texture;

accessing a detail map comprising a plurality of structures characteristic of a pattern for the texture;

accessing a texture map comprising a plurality of texels characteristic of the texture;

associating at least one texel of the texture map with a region of the detail map;

determining a detail color for at least one pixel of the plurality of pixels based on the detail map;

determining a texture color for the at least one pixel based on the texture map; and

combining the detail color with the texture color to determine a pixel color for the at least one pixel.

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74-77.   (Canceled)

78.   (Previously presented) The electronically-readable medium of claim 72, wherein combining the specularly reflected light intensity with the specular reflectance coefficient comprises multiplying the specularly reflected light intensity by the specular reflectance coefficient.

79.   (Previously presented) The electronically-readable medium of claim 73, wherein associating at least one texel of the texture map with a region of the detail map comprises:

    generating a pointer to the region of the detail map; and

    assigning the pointer to the at least one texel of the texture map.

80.   (Previously presented) The electronically-readable medium of claim 73, wherein the region is a texel of the detail map.

81.   (Previously presented) The electronically-readable medium of claim 73, wherein the region is a plurality of texels in the detail map.

82.   (Previously presented) The electronically-readable medium of claim 73, further comprising generating the detail map based on the pattern for the texture.

83.   (Previously presented) The electronically-readable medium of claim 73, further comprising generating a detail offset map by associating each of the texels of the texture map with a corresponding region of the detail map.

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84.   (Previously presented) The electronically-readable medium of claim 83, wherein associating each of the texels of the texture map with a corresponding region of the detail map comprises generating for each of the texels of the texture map a pointer to the corresponding region of the detail map.

85.   (Previously presented) The electronically-readable medium of claim 73, wherein the plurality of structures is a set of micro-structures.

86.   (Currently amended) A method for mapping a texture onto a surface of a computer generated object comprising a plurality of pixels <u>in order to generate a graphical image</u>, the method comprising ~~the steps of~~:

accessing a texture map comprising a plurality of texels characteristic of the texture;

accessing a detail map comprising a plurality of structures characteristic of a pattern for the texture;

<u>accessing a texture map comprising a plurality of texels characteristic of the texture;</u>

associating at least one texel of the texture map with a region of the detail map;

determining a detail color for at least one pixel of the plurality of pixels based on the detail map;

determining a texture color for the at least one pixel based on the texture map; and

combining the detail color with the texture color to determine a pixel color for the at least one pixel.

87.   (Previously presented) The method of claim 86, wherein associating at least one texel of the texture map with a region of the detail map comprises:

generating a pointer to the region of the detail map; and

assigning the pointer to the at least one texel of the texture map.

88.   (Previously presented) The method of claim 86, wherein the region is a texel of the detail map.

89.   (Previously presented) The method of claim 86, wherein the region is a plurality of texels in the detail map.

90.   (Previously presented) The method of claim 86, further comprising generating the detail map based on the pattern for the texture.

91.   (Previously presented) A method of claim 86, further comprising generating a detail offset map by associating each of the texels of the texture map with a corresponding region of the detail map.

92.   (Previously presented) The method of claim 91, wherein associating each of the texels of the texture map with a corresponding region of the detail map comprises generating for each of the texels of the texture map a pointer to the corresponding region of the detail map.

93.   (Previously presented) The method of claim 86, wherein the plurality of structures is a set of micro-structures.